

SEGA

GENESIS
INSTRUCTION MANUAL



**LIGHT
CRUSADER**™



KIDS TO ADULTS



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

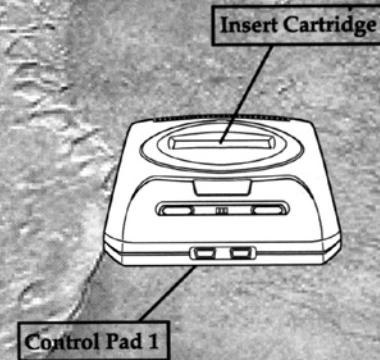
HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

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Starting Up



1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power is off. Then insert the *Light Crusader* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch on. In a few moments, you'll see the Sega™ and Treasure™ logos.
4. If the logos don't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is off before inserting or removing the cartridge.

Begin the Search

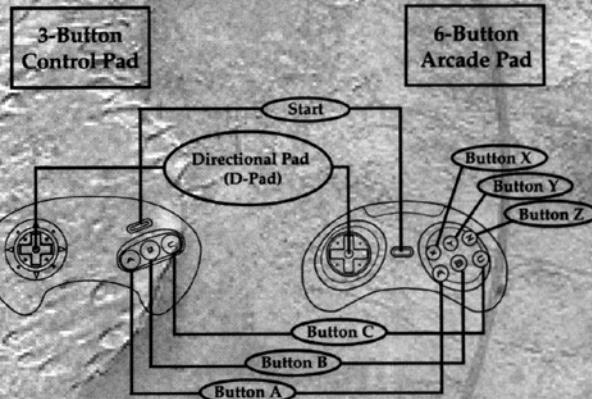
I am David Lander, swordsman in the service of my lord, the great King Frederick of Whitewood. I have fought with the strangest of creatures and searched for precious treasures, but today I have received the most unusual duty of my entire life.

A few days ago, I returned to Whitewood from battle with ogres to the south. King Frederick informed me that his elder brother, none other than King Weeden of this land of Green Row, desired my presence. Weary of battle, I thought I was coming for a pleasant rest. How wrong I was.

Trembling, King Weeden informed me that his townspeople have been disappearing daily. None of the astrological charts reveal anything. Not even the king's own oracle can provide the answer.

Green Row has always been a safe and charming land. Not any longer. I must find out what is happening to King Weeden's people, and return them. Something very evil is at work.

Take Control



Start	<ul style="list-style-type: none">Pauses game and brings up Main screen; resumes play when pausedMakes selections on pre-game screens
D-Pad	<ul style="list-style-type: none">Moves David around game screenHighlights features on screens
Button A	<ul style="list-style-type: none">Makes David cast spell
Button B	<ul style="list-style-type: none">Makes David attack with swordMakes David talk with other charactersReturns to previous screen
Button C	<ul style="list-style-type: none">Makes David jumpMakes selections on pre-game screensMakes selections on Main screen

Note: Due to the 3-D nature of *Light Crusader*, all game movements are directed by the diagonal direction controls on the Control Pad.

Getting Started



After the Sega and Treasure logos, the *Light Crusader* Title screen appears. Press Start.



From the Start screen, select one of three options. Highlight an option by pressing the D-Pad UP or DOWN, and press Start or Button C to select.



Begin the Quest



Select GAME START to start a game. The Load Select screen appears.

Select NEW GAME to start from the beginning, or select a game that has been previously saved.

Highlight one of the four files with the D-Pad, and press Start or Button C to select a game.

Copy a Game



Use this mode to make a copy of a previously saved game.

Select COPY FILE. Highlight the game you want to copy, and press Button C.

Next, highlight the location you wish to store the game data on the Copy To screen. If you select a location that already has game data, the old data will be erased. Press Button C.

The computer asks you to confirm. Highlight YES or NO and press Button C. You return to the Copy To screen if you select NO.

After a game has been copied, press Button C to return to the Start screen.

Note: Press Button B at any time to return to the previous screen.

Delete a Game



On the Delete File screen, highlight a file, then press Button C.

The computer confirms your choice. Highlight YES or NO and press Button C. You return to the Delete File screen if you select NO.

After a game has been deleted, press Button C to return to the Start screen.

Note: Press Button B at any time to return to the previous screen.

Select DELETE FILE to erase a file you no longer want.

Moving the Warrior

Sword Slash

Press Button B when next to an opponent to attack. You can also hit certain objects this way when you need to.

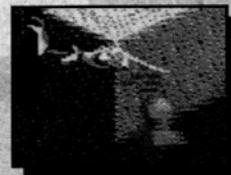


Leap

Press Button C to leap. While in the air, press the D-Pad to guide the leap.



Jumping Thrust



Attack a distant opponent. Hold the D-Pad in the direction of an opponent and press Button C simultaneously. Halfway through the leap, press Button B.

Cast Spell



Press the D-Pad to set the direction of your spell, and press Button A to cast the spell. Opponents in the path of attack spells are affected. See pages 14-15 on how to select spells.

Converse

When facing a character, press Button B to talk with him or her. Press any button to forward through the conversation.



Flip Switch

Flip a switch to open a door. Stand in front of the switch and press Button B.



Around Town

You start your adventure in the Throne Room of King Weeden's castle. Because of the nature of your mission, the king has given you special permission to explore anywhere you want, even the castle.

You can purchase various items at the shops in the town, provided you have enough gold to do so. The amount of gold you have is listed on the Main screen (see page 11). King Weeden has given you 200 gold pieces (G.P.) to start with. Spend them wisely.

To purchase an item, walk over it. You are asked if you want to buy it. Press the D-Pad LEFT or RIGHT to highlight YES or NO. Press Button C to select.

While searching for the missing villagers, talk with anybody you can. Some of what you hear might just be idle gossip, but on the other hand...

Green Row Pub

There's always a wild tale or two to be heard in the Green Row Pub. Some food items are also for sale here.

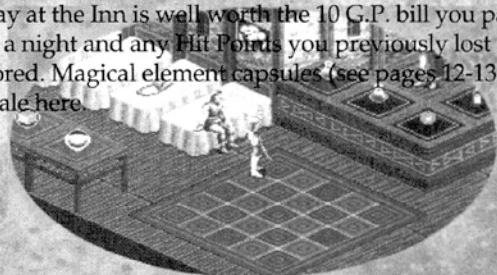
Weapon Shop

The items might be a little expensive, but you're guaranteed excellent quality.



Inn

A stay at the Inn is well worth the 10 G.P. bill you pay. Stay a night and any Hit Points you previously lost are restored. Magical element capsules (see pages 12-13) are for sale here.



Oracle

The king's advisor has been hard at work trying to locate the missing people. She sometimes has clues which can help direct you.



Game Screen



Main Screen

Press Start during game play to bring up the Main screen. From the Main screen, you can access the following:

INVENTORY

All items (except weapons, armour and gloves) you are currently carrying.

EQUIP

Weapons, armour and gloves you have.

MAP

Maps of the places you have explored so far.

MAGIC

Spell list and spell selection.

MODE

Game feature options.

Highlight an option with the D-Pad, then press Button C to select. From any of the above, press Button B to return to the Main screen or press Start to return to the adventure.

Also on the Main screen is the following game information:

Life

The number on the left represents your current Hit Points. The number on the right is the maximum number of Hit Points you can attain.

When your current Hit Points reach zero, the game is over unless you have a Pendant (see page 20).

Note: The maximum number of Hit Points increases by 10 if you find a Life Bubble.

Gold

The amount of money you have.

Play Time

The amount of time that has elapsed since the start of the game.

Inventory



To use an item:

Highlight one with the D-Pad and press Button C. For many of the items, a message at the bottom of the screen appears informing you of the item's effect.



To change the item's position:

Highlight an item with the D-Pad then move the item to where you want it and press Button A.

Move the highlighted item to an open box by pressing the D-Pad, and press Button A or C to set. If you move the highlighted item to a box already containing an item, the other item moves to another box.



To sort the item list:

Group the items by type if desired. Highlight SORT at the bottom of the screen and press Button C.

Equip

To equip an item:

Highlight the desired category (WEAPONS, ARMOUR, or GLOVES) by pressing the D-Pad UP or DOWN. Highlight the desired item by pressing the D-Pad LEFT or RIGHT. Press Button C to equip the item.

Map

Press the D-Pad UP or DOWN to highlight the name of the map and press Button C. The map then appears on the left side of the screen.

Magic

To create magic, you need "element capsules." There are four different kinds: Air, Fire, Earth, and Water. You can buy element capsules, and sometimes find them after you defeat an enemy.

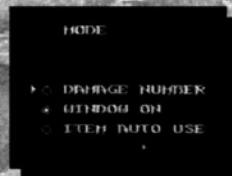
Each time you find a new element capsule, your count for that element is increased by 10 points.

The maximum number of points for any of the four element counts is 99. Each time you cast a spell which requires a certain element, 1 point is subtracted from that element's count.

The type of spell you are able to create depends on the type of elements you possess.

Spell Name	Element	Effect
Wind	Air	Small burst of wind causes damage to a single enemy.
Fire	Fire	Causes minor burns to one opponent.
Fireward	Air, Fire	Fiery blast forms around one enemy, causing major damage.
Earthquake	Earth	Ground shakes under opponents, causing damage.
Thunder	Air, Earth	Deafening roar blasts enemies.
Meteor	Fire, Earth	Bouncing fireball inflicts heavy damage on enemies.
Needlecrack	Air, Fire, Earth	Energy rays cause serious damage to enemies.
Heal	Water	Restores several of your Hit Points.
Ice	Air, Water	Freezes a single opponent for a short time.
Cure	Fire, Water	Cures you of any poison.
Confuse	Air, Fire, Water	Enemies are greatly damaged, and helpless for a short time.
Guardian	Earth, Water	A sprite acts as your shield. After a few hits, it disappears.
Turn Undead	Air, Earth, Water	Instantly destroys a single undead creature.
Shield	Fire, Earth, Water	A shell of energy protects you on all sides. After several hits it disappears.
Judgement	Air, Fire, Earth, Water	Repulses all enemies in the path of the spell, causing serious damage.

Mode



Press Button C repeatedly to toggle between the on and off settings. When a white dot appears in the circle next to the feature name, that feature is enabled.

Damage Number

Each time you successfully attack an enemy or are hit by the enemy, the Hit Point damage appears.

Window On

All game messages are displayed when this feature is on. When off, only clues to help you on your quest and conversation with other characters are displayed.

Item Auto Use

If on, when you lose Hit Points more than an item's value, the item is automatically used to replace lost Hit Points equal to its value (see page 16). When off, you must select an item from Inventory to replace the lost Hit Points.

Selecting Magic

Access the MAGIC feature on the Main screen as you would other features by pressing Button C when MAGIC is highlighted.

Select a spell by pressing the D-Pad LEFT or RIGHT to highlight one of the four element capsules. The count for an element is listed below each capsule. Press Button C to select that element. However, if you have not yet acquired any capsules for an element, the count is displayed as zero and you can not select that element.

For example, if you wanted to select Turn Undead, you would need to highlight and select the Air, Earth, and Water elements.

Notice that at the bottom of the screen the spell Turn Undead is listed. You can now use this spell during game play. Each time you cast this spell during the game 1 point is subtracted from the Air, Earth, and Water element counts.

You can also activate the spell list to review and select spells. Hold the D-Pad UP and press Button C. The spell list appears on the right side of the screen.

To select a spell, press the D-Pad UP or DOWN to highlight, then press Button C.

Finding an Item

Weapons and Armour

You start the game with the Long Sword, Plate (armour) and Gloves. On your adventure, you will find more powerful weapons and armour. Taking time to look for other weapons and armour is well worth the effort!

Potion

Blue Potion Cures you of any poisons.

Red Potion Restores all lost Hit Points.

Food and Drink

There are many kinds of foods and drinks you can buy or find. Use the items listed below to restore lost Hit Points or cure poisons.

Type	Hit Point Value
Broken Egg	10
Corn	10
Apple	10
Orange	10
Banana	10
Cherry	10
Bread	30
Egg	30
Honey	30
Meat	30, 60, or 100
Fish	60
Tomato	60
Cheese	None (cures poison)
Water	None (cures poison)
Wine	None (cures poison)

Element Capsules

There are four kinds of these that enable you to cast spells: Air, Fire, Earth, and Water. See pages 12-13 for more on this.

Keys

You need to find keys to pass through certain locked doors. You automatically pass through such a door if you are carrying the necessary key.

Life Bubble

Each one you find increases your maximum number of Hit Points by 10.

Pendant

When you lose all of your Hit Points, the game is over. However, if you have a Pendant, you start again from the room where the game ended, with all of your Hit Points restored.

Relics

There are several special items which you need to find to proceed in this game. Look carefully for them!

A Special Chamber

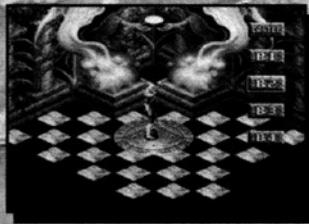
There are three kinds of special rooms in *Light Crusader*.

Saving the Game



During your adventure, you will come across small rooms with runes inscribed on the floor. If you step on the writing, the game prompts SAVE?. Highlight YES or NO with the D-Pad and press Button C to select.

Teleportation



Travel between this type of rune chamber and other rune chambers like it which you have visited before. After walking across the rune, press the D-Pad UP or DOWN to highlight the location of the rune chamber you wish to visit. Press Button C.

Magic Fountain



When you're low on Hit Points, there is nothing more valuable than a Magic Fountain. Walk towards one and touch it. All lost Hit Points are restored.



Having Trouble?

Jumping

Due to the 3-D view of the game, jumps can sometimes be a little tricky. Watch your character's shadow, and not the character itself, to help you guide the jump.

Locked Doors

There are several reasons why you can't open locked doors. Ask yourself the following questions:

- Have I looked everywhere possible for keys?
- Have I flipped all switches that I have come across?
- Have I not yet performed some kind of special task in a room?

Boss Monsters

Once in a while you come across one. They're tough and mean. It might take several attempts to get rid of one, or maybe you won't be able to beat it. Maybe you need to find something that can help you.

Losing Your Way

Write down any advice you hear. You will receive a lot of it.

Sometimes, the King, the Oracle, or another character might have useful information.

Game Over

If your Hit Points fall to zero, and you don't have a Pendant, the game ends...

...at least temporarily. The Game Over screen appears. Highlight LOAD GAME or END GAME by pressing the D-Pad UP or DOWN. Press Button C or Start to select.

If you select LOAD GAME, the Load Select screen appears. Highlight and select one of the four choices. There is no limit to the number of times you can load a game.

If you select END GAME, the Title screen appears.

Notes

From the Oracle

- Memorize where the two kinds of rune chambers are. Its easier to teleport than to walk from place to place. Its also easier to save the game at the closest rune chamber rather than go all the way back to one found earlier in the game.
- The same goes for magic fountains—memorize their locations. Travelling back to the town of Green Rod to buy items for healing costs you in time and money, but visiting a magic fountain costs you nothing.
- Many of the rooms you enter on your adventure are actually puzzles. After entering such a room, spend a little bit of time trying to solve the puzzle rather than heading blindly into action. You might save a lot of time this way.

Notes

